



# FROM DREAM TO SCREEN. FAST. NVIDIA® IRAY® FOR CINEMA 4D

**NVIDIA® Iray® for Cinema 4D is a plug-in for MAXON's Cinema 4D that delivers exceptional physically based rendering.**

The entire look-development process becomes extremely interactive and intuitive using the novel live-rendering feature, which gives you immediate visual feedback while lighting and designing a scene. You can continue to use the physically plausible material options of the Cinema 4D material nodes and shaders, and even add your own material designs and procedural functions using NVIDIA Material Definition Language (MDL). The full NVIDIA vMaterials library is supported, as well as material exchange capabilities with other MDL-compatible applications.

## NVIDIA IRAY FOR CINEMA 4D NEW FEATURES

- > Physically based photorealistic rendering using all supported GPUs and CPUs within the machine
- > Scalable distributed rendering with Iray Server
- > Interactive rendering in the Live Render window or Cinema's viewport that provides instant feedback on any scene edit, like object transforms, material and lighting changes
- > NVIDIA Quadro® VCA support for interactive rendering on remote GPUs with linear scalability
- > Support for NVIDIA's latest Pascal GPU architecture

## SYSTEM REQUIREMENTS

### SOFTWARE

MAXON Cinema 4D R18, R17, or R16

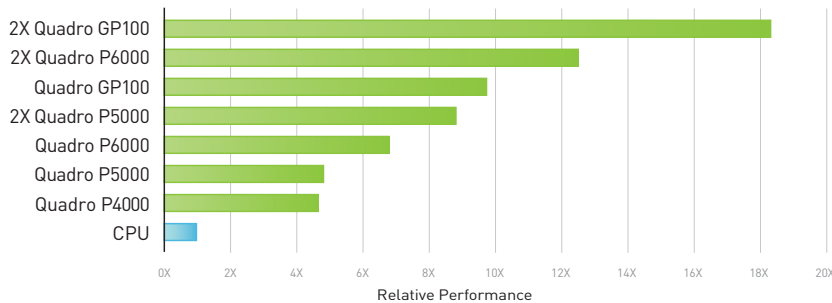
### OPERATING SYSTEMS

64-bit Windows 7 and 10

64-bit Mac OS 10.9.x - 10.12.x, if CPU only

64-bit Mac OS 10.11.x - 10.12.x, if GPU + CPU

## IRAY PERFORMANCE SCALING WITH QUADRO DESKTOP GPUs



Tests run on a workstation with Intel Xeon E5-2697 V3, 14 cores 2.6GHz, 32GB RAM, running Win 7 64-bit SP1 and driver version 375.86. Performance testing completed with internal NVIDIA Iray tests at HD resolution.

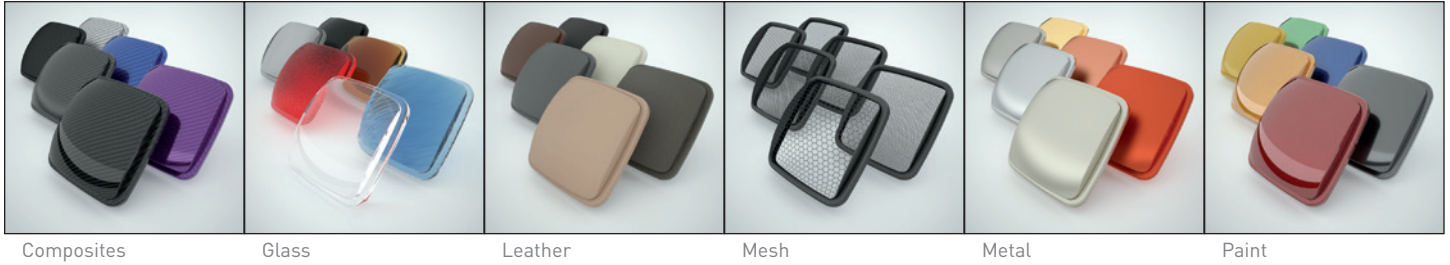


**NVIDIA®  
Iray®**

\$295/year per machine  
**TRY IT FREE FOR 90 DAYS**  
[www.nvidia.com/irayforcinema4d](http://www.nvidia.com/irayforcinema4d)

## PHYSICALLY-BASED MATERIALS - VERIFIED FOR ACCURACY

### vMaterials



The NVIDIA vMaterials catalog for product and building design is a collection of real-world materials described in the NVIDIA Material Definition Language (MDL). Designed and verified by NVIDIA material specialists for accuracy, control, and consistency, vMaterials provide a fast, reliable way to add realistic materials

to your designs. Easily browse, change, and adjust materials to get just the look that's needed within the supported applications. While vMaterials is the perfect addition to the Iray plugin products, it can be used in any application that supports NVIDIA MDL.

### FEATURES



#### Rendering

- Physically based path-tracing rendering for both interactive and final frame
- Iray Interactive ray tracing mode that provides instant feedback on object transforms and lighting edits
- Sampling options for accurate caustics and complex lighting situations
- Accurate motion blur out-of-the-box
- Simultaneous output of additional render passes with low speed impact
- Custom Light Path Expressions for extreme flexibility in post
- Physical camera model with lens effects like Depth of Field
- Spherical lens to render 360 panoramic VR snapshots



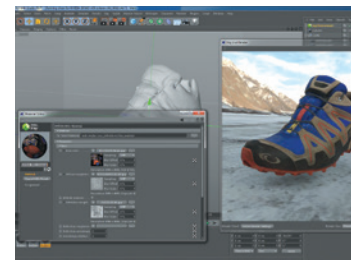
#### Materials

- Interactive updates in Live Render upon adjusting scene materials
- Physically based materials using the NVIDIA Material Definition Language (MDL)
- Real-world material compositions using an intuitive layering approach
- Extensive material effects, including subsurface scattering, thin film, gem, etc.
- Support for MDL import and export for sharing material creations between different Iray applications or MDL-compliant renderers
- Support for native Cinema 4D procedurals through auto-baking to texture maps
- Support for vMaterials, NVIDIA's extensive verified material library to represent real-world results



#### Lighting

- Live Render that shows updates while editing and animating the scene, such as object position and shape, light properties, and material parameters
- Image-based lighting using HDR images, for fast and flexible environments
- Real-world units of lighting attributes for accurate simulation
- Correct lighting from emissive materials and geometry
- Physical Sun and Sky system, controllable by geo location and time
- Efficient handling of many light sources without a performance hit



#### Workflow

- Continuous visual feedback in Live Render window after scene adjustments
- Effortless switching between render modes and settings
- Interactive tone mapping towards desired exposure and white balance
- Full animation support of all material and light parameters
- Python scripting support
- Iray Server support for efficient, scalable offline rendering and streaming
- NVIDIA Quadro VCA support for interactive rendering on remote GPUs with linear scalability
- Generate custom render passes and arbitrary object selections to apply artistic effects in post

For more information on the Iray for Cinema 4D plug-in, visit: [www.nvidia.com/irayforcinema4d](http://www.nvidia.com/irayforcinema4d)

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